Thank you for purchasing my little Fox avatar! They have been an ongoing project for over a year that started off as a personal avatar for myself. Many hours (and blood, sweat and tears) have gone into learning Unity and Blender from scratch, enough to bring them to life. I hope you enjoy them as much as I have putting everything together!

Upload instructions: Install in this order:

- Download Unity 2019.4.31
  https://unity3d.com/unity/whats-new/2019.4.31

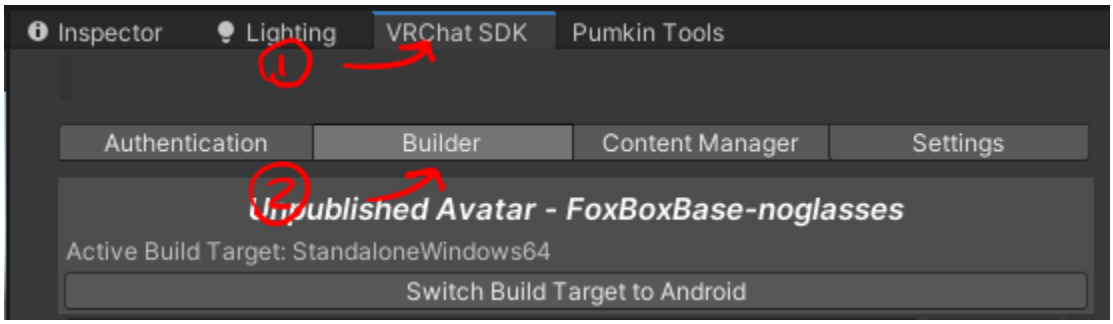
- Purchace and import dynamic bones.
  https://assetstore.unity.com/packages/tools/animation/dynamic-bone-16743
-
- Import Vrchat avatar SDK3
  https://vrchat.com/home/download

- Import Foxbox Unity package from the zip file

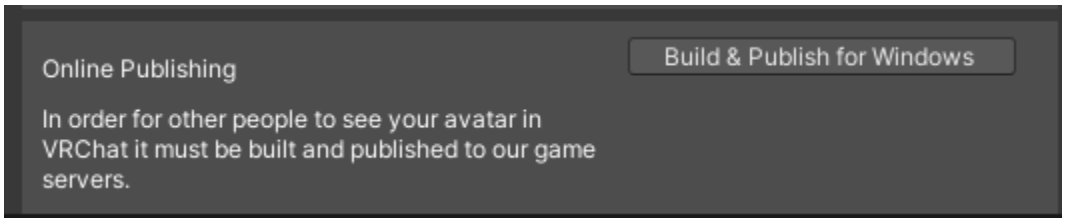
- Open the scene that you would like to work with:
  **-Standard fox** This has pretty much everything included, most accessories and fur color Toggles. The only accessories left out are tie and bandanna, as vrchat will rate as “very poor” if anything else is added. Fur colors include Grey, cross, marble, red and arctic foxes.
  **-Fennec fox** This is a fennec version of Standard Fox. meaning they are shorter and have larger ears. The fur color toggle also switches to Channel Island fox, which is a species of fox that only occur in the channel islands off of California. They were brought

back from the brink of extinction through conservation efforts in the mid 2000s. Here is a video about it, it's a really cool story if you have a few minutes :)
https://youtu.be/2AVRSGkartg
**-Base fox** This is just the fox avatar with no accessories added. Good if you're concerned about performance, want to add your own accessories or just don't plan to wear the accessories. Comes with the sunglasses, collar, knife and tie, as they're built into the model.

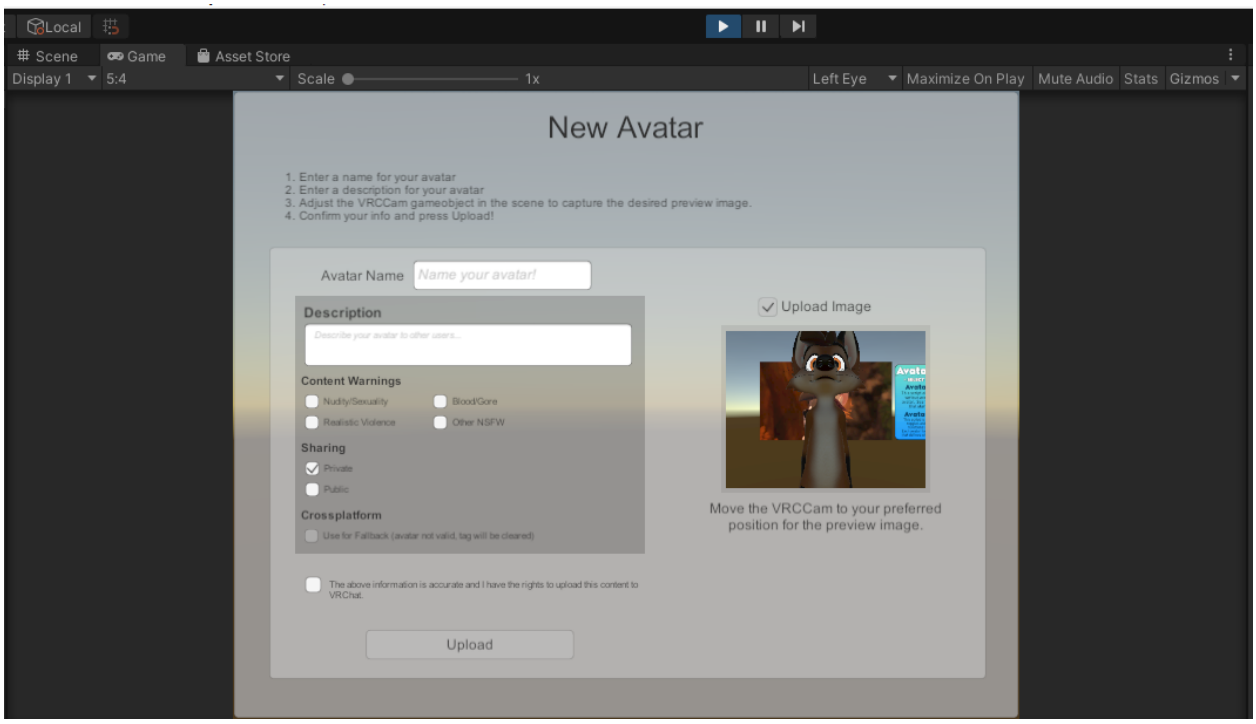
- Make sure you are logged into vrchat through the avatar SDK. Click on "builder"



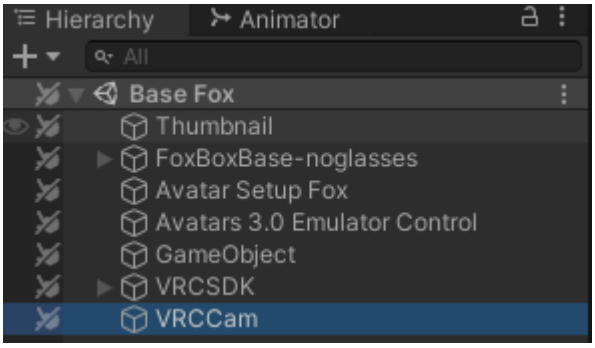

Click on "build and publish for windows" (this may take a few minutes)



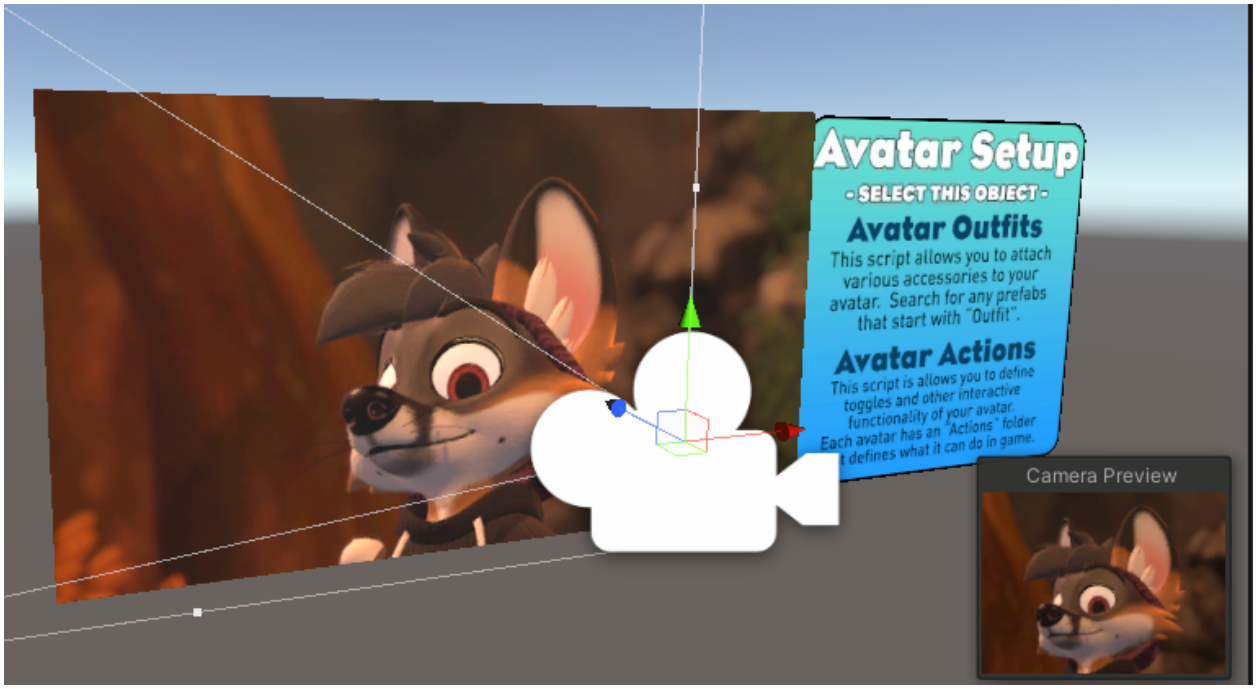

After a moment, a window will pop up that looks like this



Enter a name for your avatar. To change the thumbnail, click on “scene” in the top left. under the “hierarchy” tab in the top left, click on “VRCCam”




You can move the camera by dragging the arrows in the scene




After you get the thumbnail how you like it, click on the “game” tab which will bring you back to the upload window. Click “Upload” and that’s it! It should show up in your game shortly.

Congratulations! If everything went right You should have your very own fox avatar. Go run around and create mischief :3

# Textures

I'm sure a lot of you plan to upload your own textures.
-I use Substance painter, and I've included the texture files for that. Substance painter is a great tool and not too difficult to learn, but may be a  bit pricey. I believe there is a free trial version but I'm not sure if it limits your ability to export files.
-I know there are a few alternatives like 3dcoat (https://3dcoat.com/) that also has a trial period.
-Blender has built in texturing that I've heard has improved recently but I haven't used it.
-I've heard procreate can do texture painting, but I don't have any experience in that either.-I don't think I'd recommend trying to edit the textures in CSP or whichever art programs you use, I've done my best to -make my UV maps readable but it still may be a bit much. To figure out this way.-I may open texture commissions in the future, if anyone is interested in that.

More instructions coming soon! I plan to eventually release a version that uses scripts that makes it easier to attach your own accessories. If you've ever worked with Kironeem's kangaroo avatars you might be familiar!

Happy trails!